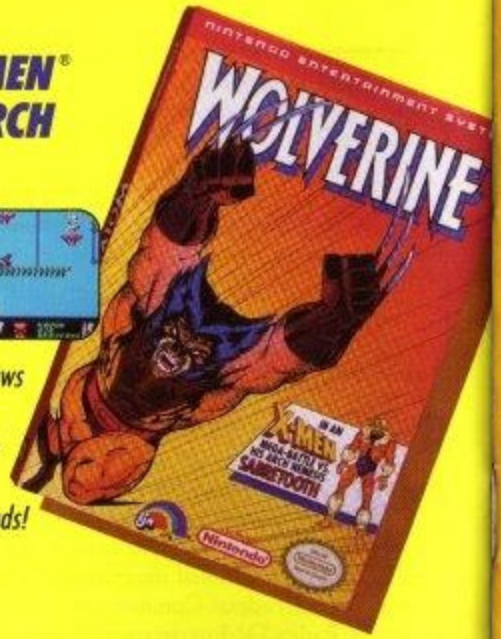
WOLVERINE™ IN AN X-MEN® MEGA-BATTLE VS. HIS ARCH ENEMY SABRETOOTH™!



- *Unleash your razor-sharp Adamantium claws when the going gets rough!*
- *Fellow X-Men Havoc, Jubilee and Psylocke join in on the action!*
- *Don't be drawn in by Magneto's metal heads!*

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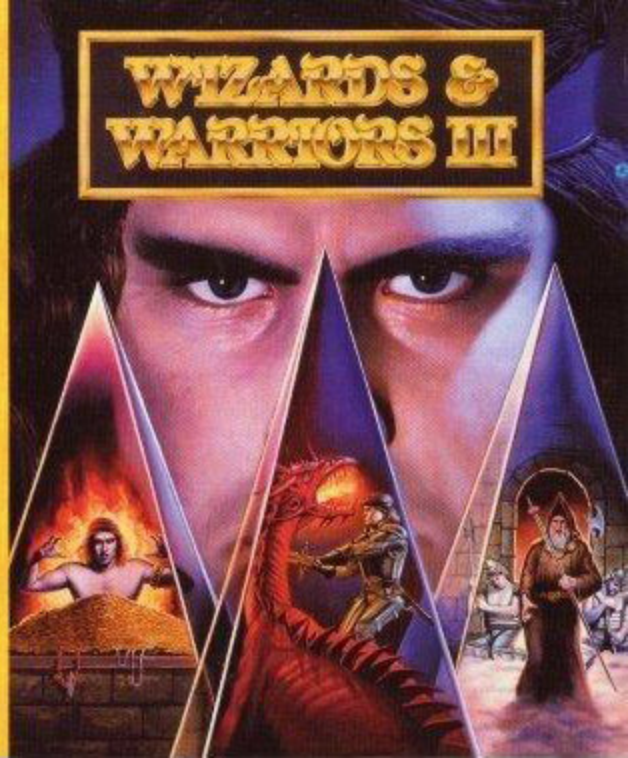
NES-SW-USA

GAME PAK INSTRUCTIONS

Acclaim® entertainment, inc.

Masters of the Game™

WIZARDS & WARRIORS III



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PRECAUTIONS

1. Always make sure the power to your NES Control Deck is TURNED OFF before inserting the GAME PAK.
2. This is a high precision game with complex electronic circuitry. It should not be stored in places that are very hot or cold. Never hit it or drop it. Never attempt to open it or take it apart.
3. Don't touch the connectors or get them wet or dirty; this will damage the game circuitry. Keep them clean by inserting the GAME PAK into its protective storage case.
4. Don't clean with benzine, paint thinner, alcohol or similar solvents.

WARNING : DO NOT USE WITH FRONT OR REAR PROJECTION TV

Do not use a front or rear projection television with your Nintendo Entertainment System® (NES™) and this video game. Your projection television screen may be permanently damaged if video games with stationary scenes or patterns are played on your projection television. Similar damage may occur if you place a video game on hold or pause. If you use your projection television with this video game, neither Acclaim Entertainment, Inc. nor Nintendo of America Inc. will be liable for any damage. This situation is not caused by a defect in the NES or this game, other fixed or repetitive images may cause similar damage to a projection television. Please contact your TV manufacturer for further information.

ADVISORY

READ BEFORE USING YOUR NES/SUPER NES

A very small portion of the population may experience epileptic seizures when viewing certain kinds of flashing lights or patterns that are commonly present in our daily environment. These persons may experience seizures while watching some kinds of television pictures or playing certain video games. Players who have not had any previous seizures may nonetheless have an undetected epileptic condition. We suggest that you consult your physician if you have an epileptic condition or if you experience any of the following symptoms while playing video games : altered vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion and/or convulsions.

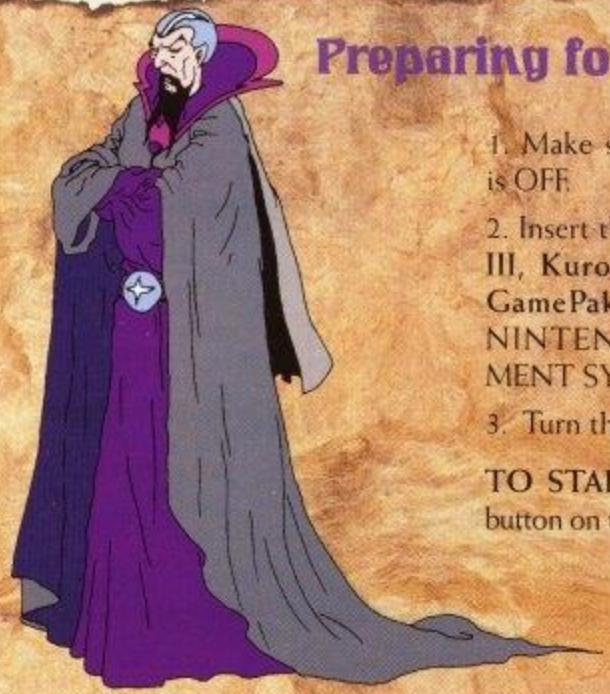
Malkil's Return

Kuros has twice defeated the evil wizard, Malkil....and twice he's come back — more powerful and much more evil than before.

On his last quest against Malkil, he reclaimed the mighty IronSword, the strongest weapon ever created. This time, however, he is dealing with something even more powerful than sheer strength: MAGIC.

The only way to fight magic is with magic. Hence the magical powers of Wizards & Warriors III, Kuros: Visions of Power.
MAGIC. Find it. Use it. Kuros must fight with it on his side and victory over the dark side will once again be his.

He has fought with strength and honor before. This time he must add cunning, intellect and magic. It's his only chance. It's the only way for Kuros to succeed.



Preparing for your Quest

1. Make sure the power switch is OFF.

2. Insert the **Wizards &Warriors III, Kuros: Visions of Power GamePak** as indicated in the NINTENDO ENTERTAINMENT SYSTEM® manual.

3. Turn the power switch ON.

TO START: Push the START button on the Player #1 controller.

The Story

The first time you play Wizards &Warriors III, Kuros: Visions of Power, you will want to watch the story to see what has been happening to Kuros since the last game. To do this, just let the game advance on its own. DO NOTHING. It will start with the title screen and continue on through the entire story.

The Further Adventures of Kuros

The Legends Past

The famed wizard, Malkil, wasn't always evil...and Kuros wasn't always the bravest and strongest Knight.

Malkil grew mad with age. He turned his power to the Dark Side. Kuros grew up and became the only warrior brave enough to confront him...and strong enough to wield the BrightSword.

The first time he defeated Malkil was when Malkil imprisoned the Princess in the Kingdom of Elrond.

The second time they met was when Malkil overtook the four elements of nature: Wind, Water, Fire and Earth. Each of the four forces

held a piece of the shattered IronSword. Kuros defeated them all and restored the sword.

The final confrontation was atop IceFire Mountain where Kuros actually saw Malkil slump into defeat as he raised the IronSword in victory.

It was a short-lived victory however, because Kuros has now found out that he only defeated Malkil's physical form. His evil soul survived the struggle and rose up into the clouds, only to dive back down to Earth and blast away Kuros' armour and sword with one last treacherous bolt of lightning.

The City of Piedup

The city of Piedup was once a quiet and peaceful place. That is, until the diamonds were found. This rich vein of diamonds, deep beneath the Earth, changed Piedup forever.

A complicated network of mines, caverns and passage-ways was built beneath the city to allow the miners to get to the diamonds. The diamonds brought a lot of excitement to the city of Piedup, but they also brought out the worst in many of the city dwellers. They became greedy and evil in their mad scramble for wealth. Some people became very rich, while others lost everything they had and fell into a life of crime. They would do anything in order to survive.

The city of Piedup itself is made up of hundreds of ramshackle houses, shops and other buildings. They were built directly on top of each other, perched on stilts. This was done as an early experiment in space conservation.

High atop the city rests the Palace. It was located there so that the royalty could avoid being exposed to the diseases of the peasants below...but there are several secret passages that connect the Palace to the city (and even to the UnderWorld below).

Actually, the largest part of Piedup is the UnderWorld. This is because at one time, this is where everyone worked. The UnderWorld was divided into three distinct sections; the Mines, the Labyrinth and the Dungeons.

The Labyrinth is the most dangerous area in all of Piedup. It is here that various types of cave monsters have been living off the remains of UnderWorld adventurers.

The Dungeons are also quite dangerous because cave monsters live here as well. It is somewhere in this dark maze however, that a secret passage leads all the way up to the King's Throne Room. There are several doors, but only one leads to the underground passage that takes you directly up to the Throne Room. Just a word of warning: even if you do locate the correct door, you will not be able to enter the passage unless you hold the Four Gems.

Malkil's Revenge

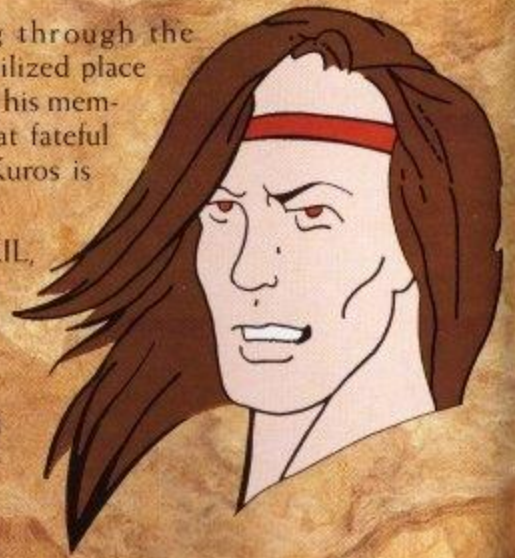
The Dungeons of Piedup, with their thieves, muggers and corrupt noblemen, proved to be a perfect place for the evil Malkil. It was here that he chose to nurse his wounds and restore his strength. Once he was ready, the grand Palace of Piedup was to be his target.

Malkil launched an attack on the Palace of Piedup, kidnapping the King and placing himself in power. How he managed to sneak up from the dungeons and bring the King back down again remains a mystery, but magic was most certainly involved. Only magic could convince the entire population of Piedup that this foul and evil wizard, complete with the real King's crown, was their just and rightful leader. It is now up to Kuros to convince them otherwise.

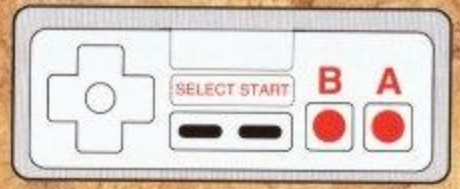
The Quest

After two years of traveling through the wilderness, Piedup is the first civilized place Kuros wanders into. Having lost his memory (as well as his honor) on that fateful night up on IceFire Mountain, Kuros is still in somewhat of a daze...

But upon hearing the name MALKIL, something stirs inside him. Some painful memory of the past? Is he some distant enemy perhaps? Thoughts of revenge flood into Kuros' head and he has no choice but to follow his instincts....



Basic Controls



The illustration shows you your controls.

The following controller commands work when Kuros is himself...a **Knight**. But as he moves from guild to guild and changes costumes and characters, his skills and abilities change.

For greater detail on how the control points work when Kuros changes into these characters, see *Character Controls*, page 15-16.

TO MOVE RIGHT OR LEFT — Press the LEFT or RIGHT CONTROL PAD ARROW.

TO CROUCH — Press the DOWN CONTROL PAD ARROW.

TO JUMP — Press the A BUTTON.

TO USE YOUR SWORD & OTHER WEAPONS OR ITEMS — Press the B BUTTON.

TO CHANGE CHARACTERS — Press the SELECT BUTTON to access the Selection Screen. Use the UP or DOWN CONTROL PAD ARROW to choose between the different characters. Then press the LEFT or RIGHT CONTROL PAD ARROW to cycle through the various guild levels. When the character and guild of your choice is highlighted, press the A BUTTON.

Note: You can only choose a character after you have successfully joined that guild.

TO MAKE A SELECTION — *(When choosing an answer, item, disguise or guild)* Move the CONTROL PAD ARROWS until the desired item is highlighted. Then press the A BUTTON.

TO ENTER A DOORWAY — Press the UP CONTROL PAD ARROW.

TO PAUSE/RESTART — Press the START BUTTON.

The Three Faces of Kuros

Because the magic of the evil wizard Malkil is getting more and more powerful, Kuros must use tricks that are more and more deceptive. That's why, in this saga against the relentless force, Kuros will acquire the ability to become 3 different characters.

Kuros starts the game as a knight in shining armour and as the game progresses, he picks up the ability to turn into other characters which, after completing a guild, this ability remains available to him.

To become a certain character, Kuros must first find the statue that belongs to that character's specific guild. Once he gives the statue to the guild, he'll be asked to perform a test. If he passes the test, he'll become an honorary member of the guild and will receive the proper disguises, weapons and powers.

As he continues to change throughout the game (it's the only way to survive) he'll receive new objects with which to fight and perform magic.

TO CHANGE CHARACTERS AND GUILDS — See *Basic Controls*, page 11.

Character Controls

As Kuros disguises himself, his powers and abilities change. He uses different weapons from character to character. The following chart shows you which weapons and abilities come with which disguises and how to control them.

Kuros as a Knight

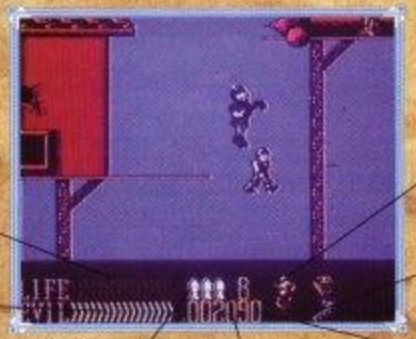
Kuros as a Thief

Kuros as a Wizard

CHARACTER	WEAPON	CONTROL BUTTON
KNIGHT (At the beginning of the game)	Sword	Press B BUTTON
THIEF GUILD 1	Dagger	Press B BUTTON
GUILD 2	Crow Bar	Press B BUTTON Press UP ARROW to open windows
GUILD 3 To open locked doors, windows and trunks	Skeleton Key	Press UP ARROW
WIZARD GUILD 1	Fire Balls	Hold down B BUTTON and tap ARROWS in desired direction
GUILD 2	Force field	Press B BUTTON
GUILD 3	Levitation	Hold down B BUTTON
KNIGHT (later in game) GUILD 1	Long Sword	Press B BUTTON
GUILD 2	Throwing Axe	Hold down B BUTTON and tap ARROWS in desired direction
GUILD 3	Shooting Sword	Hold down B BUTTON and tap ARROWS in desired direction

The Game Screen

Here is a screen showing the City of Piedup. The bar at the bottom of the screen shows your game play information.



LIFE METER

EVIL METER

OBJECTS COLLECTED

CURRENT CHARACTER

ACCUMULATED MONEY

LIVES

KEYS

PRIMARY OBJECTIVE: To overthrow the evil wizard Malkil and restore the throne to King James. To do so, Kuros will be required to change characters several times during the game. Each character offers Kuros special abilities and advantages that he will need throughout the game. The trick will be in learning when and where to use each of the 3 characters.

SECONDARY OBJECTIVES:

Collect Keys-to enter closed doors.

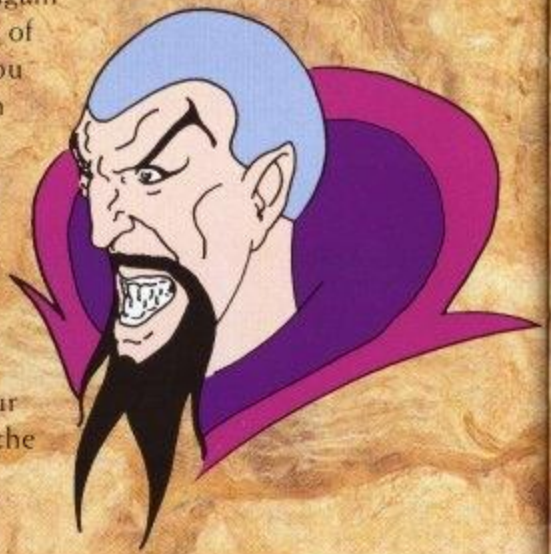
Increase your Money Supply-to buy keys, food, drink and gossip.

Keep your Life Force up-by eating and drinking.

Join Guilds — to change into other characters.

Malkil's Blackest Magic

Not surprisingly, Malkil has again assembled a massive collection of vile creatures to prevent you from succeeding. He's taken over as King of Piedup, he likes it and he wants it to stay that way. He's stationed Guardians at all major crossroads and in front of all important areas. He's even conjured up hideous monsters, more horrible than your worst nightmares, to protect the sacred MEGA GEMS.



Here's a run down on what you may run into:

FEATURED CREATURES

In spite of the way they look, many of these creatures are harmless if Kuros has the right disguise. Many of them won't attack him unless he attacks them first. Kuros will be able to destroy them with nothing more than the touch of a dagger or a sword. Others take many hits with the right weapon.

CITIZENS AND DENIZENS OF PIEDUP

As you've learned, the Citizens of Piedup are not as happy and friendly as they once were. The recent events have left folks in quite an angry mood. They will however, rarely provoke an innocent traveler. So if Kuros doesn't go around wielding his sword like some kind of macho guy, they'll probably just ignore him.

There will often be times, however, when you *must* fight the local citizens. (When you want to go in and out of doors, or move from one area to another.) As soon as you press your combat button (B BUTTON) in the vicinity of one of these guys, they will automatically switch to combat mode.

WARNING: There will be times when all citizens and other locals automatically go into combat mode. This happens when Kuros is disguised as a character that is unpopular in that given area. (For example, Wizards are unwanted in the city just like Knights in the Dungeons.)

GUARDIANS

When Kuros meets up with a Guardian, you know that he's arrived at the right place, because Malkil has certain locations he wants protected....like important entrances or rooms full of treasure. To make sure that Kuros does not enter these places, Malkil has positioned Guardians outside.

When he approaches a Guardian, make sure his life force is healthy and his moves are perfected. Also, experiment with different disguises. Some dungeon Guardians are impossible to defeat if he doesn't have the right disguise. In fact, in some cases, if he has the correct disguise, he won't even have to fight and will just be allowed to pass.

If Kuros is wearing the wrong costume, he may not make it past these guards. He might need some additional help. To improve his life force, go back to the store and buy more food and drink. To improve his moves, practice.

DUNGEON MASTER

When Kuros reaches the DUNGEON MASTER, he is very close to the final confrontation with Malkil. The DUNGEON MASTER possesses something Kuros needs to defeat the evil Wizard. Kuros must not fail now. This is Malkil's last chance to stop Kuros.

The Life Force of Kuros

Kuros begins this adventure with a full amount of life...as indicated by his Life Meter Bar (see *The Playing Screen*, page 17). However, his Life Meter diminishes whenever he encounters enemies or dangerous objects. Falling great distances also depletes his life force.

TO INCREASE THE LIFE METER — Look for food and drink. Buy or pick up as much as you can.

Special Warnings

- Take advantage of Kuros' new swordsman abilities. Before he actually engages in combat, practice his moves as much as possible.

- If possible, try to keep a supply of keys on hand at all times. Also: the skeleton key he can obtain as a thief is the most powerful key. It will open *ANYTHING*!

- Keep an eye on the LIFE FORCE — and on the number of lives Kuros has left. If you know that he will soon come upon a major enemy, it's worth the time to head back to the store to stock up on food and drink.

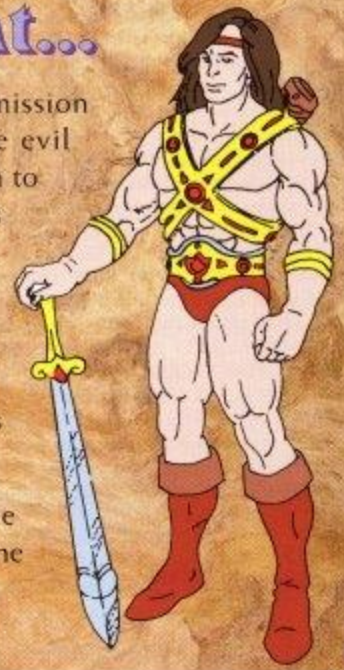
- Have Kuros collect as many gems and coins as he can. You can never have too many.

More than Might...

This is the third and most dangerous mission Kuros has yet to undertake against the evil Malkil. He's used his bravery and strength to defeat Malkil in the past, but he always comes back.

This time it will take more than might. It will take cunning, the art of deception and powerful magic. Kuros has used his brawn... now it's time for him to use his brain.

We wish him the best of luck. May the way be clear, the answers easy and may the powers of light be with him.



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- -Reorient the receiving antenna
- -Relocate the NES with respect to the receiver
- -Move the NES away from the receiver
- -Plug the NES into a different outlet so that the computer and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful : How to Identify and Resolve Radio-TV Interference Problems. This booklet is available from the U.S. Government Printing Office, Washington, DC 20401, Stock No. 004-000-00345-4.